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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: **METHOD AND APPARATUS FOR DECODING A DATA STREAM IN AUDIO VIDEO STREAMING SYSTEMS**

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# Aligned sequences: 2
# 1: DEK0500_001.aa.1|Ovr115.aa
# 2: DEK0500_001.aa.2|Ovr115v2.aa
# Matrix: EBL0SUM62
# Gap_penalty: 100.0
# Extend_penalty: 0.5
#=====
Ovr115.aa      1  MLQDPDSGQPLNBLDKVPLKPRIPKMFPRVQIPFIIALLSLAIIIV  50
Ovr115v2.aa    1  MLQDPDSGQPLN  12
Ovr115.aa     51  VLKXVILDKYVPLCGQPLHFIKPKQLCDGELDCPLGDEHSCVSPFEP  100
Ovr115v2.aa    13  SLVKVILDKYVPLCGQPLHFIKPKQLCDGELDCPLGDEHSCVSPFEP  62
Ovr115.aa     101  AVAVLSKDRSTLQVLDSATGNWPSACFDHFTALANTACRQMYSSKPT  150
Ovr115v2.aa    63  AVAVLSKDRSTLQVLDSATGNWPSACFDHFTALANTACRQMYSSKPT  112
Ovr115.aa     151  FRAVLSGQDQLDVVETTERSQKLKQKNSGQCLSGSLVSLCLACGKSL  200
Ovr115v2.aa   113  FRAVLSGQDQLDVVETTERSQKLKQKNSGQCLSGSLVSLCLACGKSL  162
Ovr115.aa     201  KTFPVVGGSEASVDSWPMQVSIQYDKQVCGSILDPFWLTAACFRKH  250
Ovr115v2.aa   163  KTFPVVGGSEASVDSWPMQVSIQYDKQVCGSILDPFWLTAACFRKH  212
Ovr115.aa     251  TDVFHWKVRAGSDKLGSFSLAVAKIIIEFPHMYPKNDIALMKLQVPL  300
Ovr115v2.aa   213  TDVFHWKVRAGSDKLGSFSLAVAKIIIEFPHMYPKNDIALMKLQVPL  262
Ovr115.aa     301  TFSGTVPICLPFFDEHLPATPLNLIIGGQFTKQNGGKSDILLQASVQV  350
Ovr115v2.aa   263  TFSGTVPICLPFFDEHLPATPLNLIIGGQFTKQNGGKSDILLQASVQV  312
Ovr115.aa     351  IDSTCHADDAVQGSVTRKNCAGIPEGGVDTQCGSGGGLMTQSDQNV  400
Ovr115v2.aa   313  IDSTCHADDAVQGSVTRKNCAGIPEGGVDTQCGSGGGLMTQSDQNV  362
Ovr115.aa     401  VGIIVSWGKCGGSPGQVYTVBAYLNMIVYVKAEL  437
Ovr115v2.aa   363  VGIIVSWGKCGGSPGQVYTVBAYLNMIVYVKAEL  399
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(57) Abstract: A method for decoding a data stream containing audio/video substreams (14) and control substreams comprises buffering nodes (12) having the possibility to buffer multiple data packets in the same buffer. This may be achieved by having separate parameters for the allocated buffer size and any stored packet. Thus, not only multiple packets may be stored in the buffering node (12), but also such node may exist while its buffer is empty, so that the node may be reused later. This is particularly useful for buffering and selectively accessing multiple audio packets in MPEG-4 audio nodes or sound nodes.